

**IN THE CLAIMS:**

Please amend the claims as follows:

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12. (amended) A computer implemented process for applying a set of rules, comprising:
- (a) invoking a method in an object;
  - (b) encountering an active control point during the invocation of the method;
  - (c) selecting rules associated with the method of the object at the control point;
  - (d) invoking the rules; and
  - (e) combining results from invoking the rules.

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18. (amended) The process of claim 16 further compris[ing]es:
- (e) encountering a first control point;
  - [(e)] (f) running the rules associated with the first control point; and
  - [(f)] (g) affecting behavior of the object based on running the rules associated with the first control point.

19. (amended) In the process of claim 18, the step of affecting the behavior of the object further comprises:
- [(i)](h) associating different rules to a control point.
20. (amended) In the process of claim 18, the step of affecting the behavior of the object further comprises:
- [(i)](h) defining another control point.

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21. (amended) In the process of claim 18, the step of modifying the object further comprises:

[(i)](h) associating rules to a second control point.

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30. (amended) A computer implemented process for defining an object as in claim 27, wherein the at least one control point comprises two control points and further compris[ing]es:

placing a first control point in the method before the method logic; and  
placing a second control point in the method after the method logic.

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54. (amended) A data processing system for defining an object as in claim 51, wherein the at least one control point comprises two control points and further compris[ing]es:

placing means for placing a first control point in the method before the method logic; and  
placing means for placing a second control point in the method after the method logic.

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70. (amended) A data processing system for applying a set of rules, comprising:

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selecting means for selecting an object class;  
selecting means for selecting a method within the object class;  
invoking means for invoking the method;  
processing means for processing rules comprising:  
    encountering means for encountering a control point;  
    finding means for finding at least one rule associated with the control point;  
    running means for running the at least one rule;  
    determining means for determining results on the basis of running the at least one rule;

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accessing **means for accessing** a combining algorithm associated with the control point; and  
combining means for combining the results using the combining algorithm.

71. (amended) A data processing system for applying a set of rules, comprising:

selecting means for selecting **[means for selecting]** an object class;  
selecting means for selecting **[means for selecting]** a method within the object class;  
invoking means for invoking the method;  
processing means for processing rules comprising:  
encountering means for encountering a first control point associated with the method;  
determining means for determining if the first control point is active;  
executing means for executing method logic of the method;  
encountering means for encountering a second control point associated with the method;  
determining means for determining if the second control point is active;  
finding means for finding a set of rules associated with one of the first control point and the second control point, wherein the set of rules contains not less than zero rules.

72. (amended) A data processing system for applying a set of rules, comprising:  
selecting means for selecting an object class;  
selecting means for selecting a method within the object class;  
invoking means for invoking the method;  
processing means for processing rules comprising:

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encountering means for encountering a control point associated with the method;  
finding means for finding at least one rule associated with the control point prior to executing method logic of the method;  
running means for running the at least one rule;  
obtaining means for obtaining results on the basis of running the at least one rule; and  
controlling means for controlling the method on the basis of the results.

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76. (amended) A computer program product for defining an object as in claim 75, wherein the [step]instruction of placing the at least one control point further comprises placing the at least one control point in the method before the method logic.

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77. (amended) A computer program product for defining an object as in claim 75, wherein the [step]instruction of placing the at least one control point further comprises placing the at least one control point in the method after the method logic.

78. (amended) A computer program product for defining an object as in claim 75, wherein the at least one control point further comprises two control points and further comprisingles:  
instructions for placing a first control point in the method before the method logic; and  
instructions for placing a second control point in the method after the method logic.